RESULT LIST
6 results found in the Worldwide database for:
textur* AND cube AND map* in the title or abstract
(Results are sorted by date of upload in database)

1 **Omnidirectional shadow texture mapping**
Inventor: NEWHALL JR WILLIAM P (US); KILGARD MARK J (US)
Applicant: NVIDIA CORP (US)

EC:
IPC: G06T15/00

Publication info: **US6876362** - 2005-04-05

2 **Approximation of level of detail calculation in cubic mapping without attribute delta function**
Inventor: LIAO QUN FENG (US); HONG ZHOU (US)
Applicant:

EC:
IPC: G06F15/80; G09G5/00

Publication info: **US2005017983** - 2005-01-27

3 **IMAGE FORMING DEVICE, IMAGE FORMING METHOD, AND GAME DEVICE**
Inventor: MURASE HIROCHIKA
Applicant: NAMCO LTD

EC:
IPC: G06T15/00; A63F13/00; (+2)

Publication info: **JP2002133439** - 2002-05-10

4 **METHOD AND DEVICE FOR SYNTHESIZING FACIAL IMAGE OF PERSON WEARING HEAD MOUNT DISPLAY**
Inventor: SHIWA SHINICHI; KOBAYASHI MINORU; (+2)
Applicant: NIPPON TELEGRAPH & TELEPHONE

EC:
IPC: G06T7/00; G06T1/00

Publication info: **JP11096366** - 1999-04-09

5 **Rendering method and apparatus**
Inventor: AONO MASAKI (JP); OHBUCHI RYUTAROU (JP); (+1)
Applicant: IBM (US)

EC: G06T15/10
IPC: G06T15/10

Publication info: **US6034691** - 2000-03-07

6 **TEXTURE MAPPING METHOD**
Inventor: MIURA TAKASHI; MATSUSHITA KAZUHIRO
Applicant: HUDSON SOFT CO LTD

EC:
IPC: G06T15/00

Publication info: **JP8063614** - 1996-03-08

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